

Math Equation editor

A user can enter math equations into the rich text editor of SciFlow app with the help of the Math equation editor. Below are the steps which describes the rendering process.

Step 1 :

Figure 1 is Created when a new Document button is pressed.

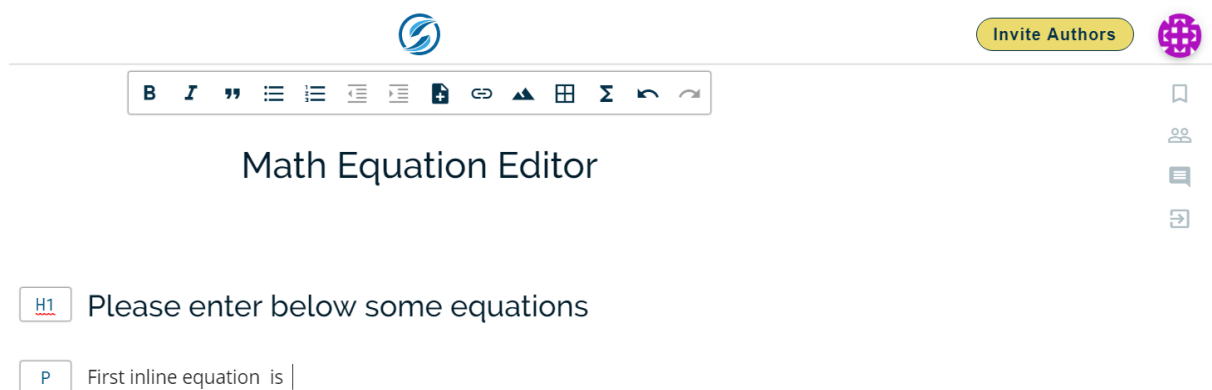


Figure 1. Rich text editor for writing

Step 2:

Figure 2 shows a math editor dialog box that will appear when we press "Σ" button in the Menu bar in Figure 1. Here, we need to enter Latex code of our required math equation, which can be placed on the document inline or not inline. We can also press HELP button if we do not know the latex equation.

Step 3 :

Inline equation:

Figure 3 shows the preview of the latex code of entered and it is placed on the document at cursor position as in figure 4, when we press place equation button in the figure 3 .

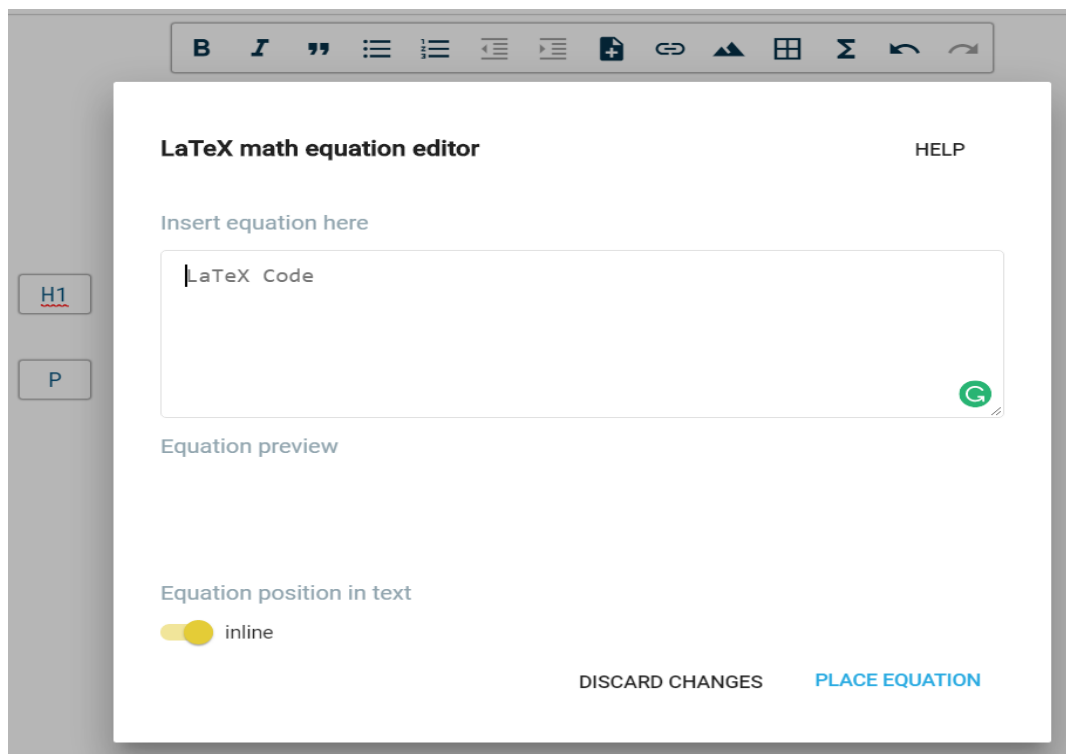


Figure 2. LaTeX math equation editor

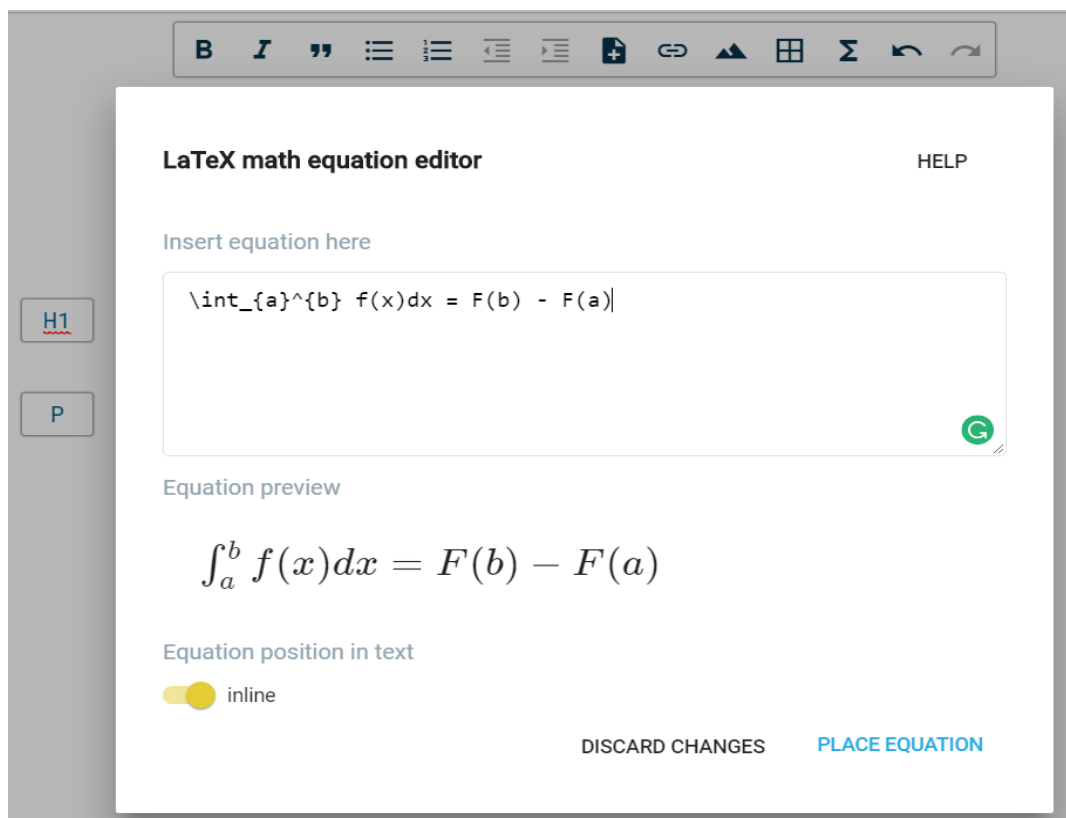


Figure 3. Equation preview

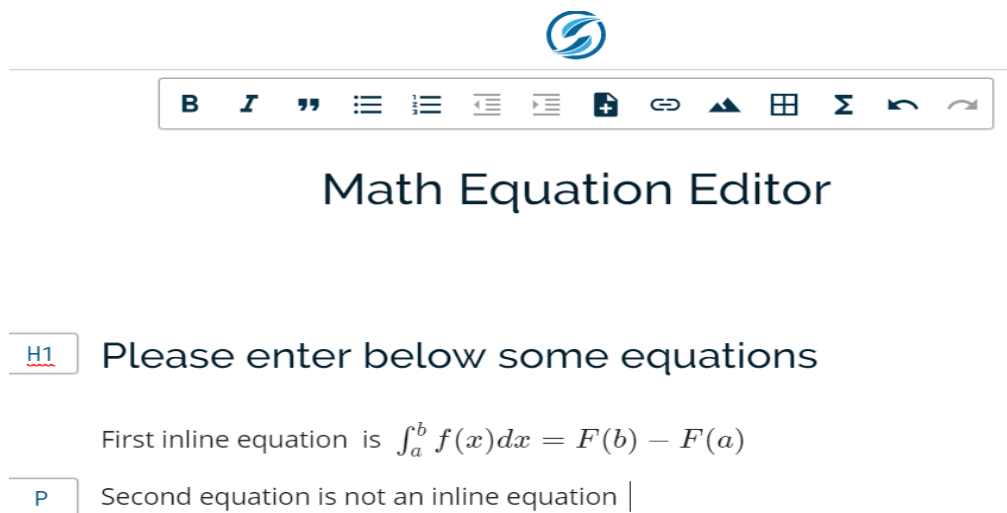


Figure 4 . Rendered Inline Equation

Not an inline equation:

Figure 5 shows the dialog box where we entered the same equation as in previous figures but the slide-toggle label for the Equation position in text is set to OFF. Rendered math equation is shown in Figure 6, which is not inline to the sentence " Second equation is not an inline equation".

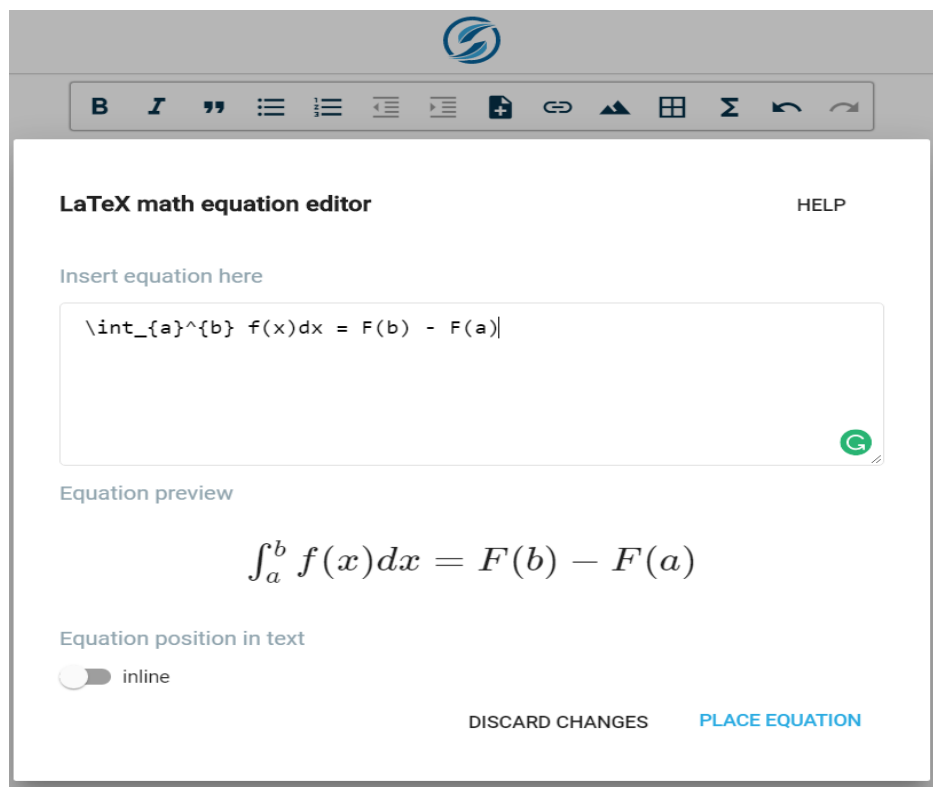


Figure 5 . Not a inline equation preview



Math Equation Editor

H1

Please enter below some equations

First inline equation is $\int_a^b f(x)dx = F(b) - F(a)$

Second equation is not an inline equation

$$\int_a^b f(x)dx = F(b) - F(a)$$

P

Figure 6. Both inline and not inline equations in the document

Thus, above three steps illustrates the overview of the process the project ***Math equation editor***.